

### **REMARKS**

Claims 1-5 are currently pending. Claims 1 and 5 are currently amended. Accordingly, claims 1-5 will remain pending after entry of this amendment. Support for the amendments herein can be found throughout the application as originally filed. No new matter is added.

#### ***35 U.S.C. § 112***

The Office Action rejects claims 1-4 under 35 U.S.C. § 112, ¶ 2 as allegedly "indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention." In particular, the Office Action asserts that the phrase "so as to transmit and receive data to and from each other" appears to include a typographical error and is unclear.

Applicants currently amend claim 1 to amend the phrase "so as to transmit and receive data to and from each other" to read "so as to transmit and receive data to and from each other."

Accordingly, Applicants respectfully request the withdrawal of the rejection of claims 1-4 under 35 U.S.C. § 112, ¶ 2.

#### ***35 U.S.C. § 102(e)***

The Office Action rejects claims 1-3 and 5 under 35 U.S.C. § 102(e) over U.S. Patent Application Publication No. US 2005/0043089 A1 of Nguyen et al. (hereinafter "Nguyen").

Currently amended claims 1 and 5 each recite a master apparatus having a master reception device, a start determination device, a permission device "configured to make the master reception device reject to receive game information" until the start determination device determines to start the specific time "during the game ongoing," an elapse determination device, a rejection device "configured to make the master reception device reject the reception again when the elapse time determination device determines that the set time elapses during the game ongoing," and a "device configured to execute

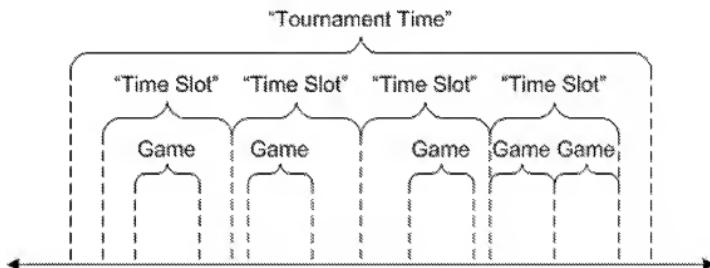
game progress processes based on the game information received during the specific time during the game ongoing."

Applicants respectfully assert that Nguyen fails to disclose a permission device and rejection device configured to reject game information before and after a set time during the game ongoing.

Instead, Nguyen discloses a "tournament gaming system" (Nguyen ¶ [0057]) that can define a "tournament time" (Nguyen ¶ [0085]). This "tournament time" can be further "partitioned into a plurality of time slots" as discussed in paragraph [0098] of Nguyen.

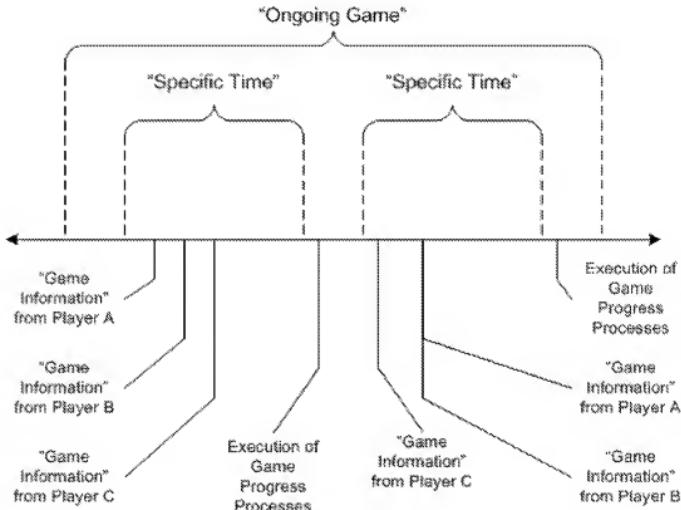
The "tournament time" and "time slots" disclosed by Nguyen differ in a fundamental way from the recited (i) rejection of game information before and after a specific time "during the game ongoing" and (ii) execution of game progress processes based on game information received during the specific time "during the game ongoing."

As illustrated below, the "tournament time" and "time slots" in Nguyen define temporal periods in which players can play a game. Neither the "tournament time" nor the "time slots" control the flow of game information or execution of game progress processes based on game information with respect to a "specific time during the game ongoing." Rather, individual games are played within time slots.



This is true even when an "admission ticket" is used as discussed by Nguyen in the context of FIG. 7B.

In contrast, as illustrated below, the recited “specified times” occur “during the game ongoing.”



The Office Action alleges at page 6 that Nguyen discloses “a device configured to execute game progress processes based on the game information received during the specific time.”

As a preliminary matter, Applicants respectfully note that this feature is currently amended to replaced “based on” with “using” to more clearly recite the relationship between received game information and the game processes.

Moreover, even if one assumes, *arguendo*, that the individual gaming terminal of Nguyen “executes game processes” as alleged in the Office Action, Nguyen still fails to disclose that the game processes are executed by the individual gaming terminal using the game information received from a plurality of game apparatuses as recited.

Accordingly, Applicants respectfully request the withdrawal of the rejection of claims 1-3 and 5 under 35 U.S.C. § 102(e) over Nguyen.

***35 U.S.C. § 103(a)***

The Office Action rejects claim 4 under 35 U.S.C. § 103(a) over Nguyen in view of U.S. Patent Application Publication No. US 2002/0020745 A1 of Yap et al. (hereinafter "Yap").

Claim 4 depends from claim 1. As discussed above in the context of claim 1, Nguyen fails to teach or suggest (i) a permission device and rejection device configured to configured reject game information before and after a set time or (ii) a "device configured to execute game progress processes based on the game information received during the specific time."

Yap, which discloses the use of multiple smartcards, fails to cure either of these defects.

Accordingly, Applicants respectfully request the withdrawal of the rejection of claim 4 under 35 U.S.C. § 103(a) over Nguyen in view of Yap.

***Conclusion***

In view of the above amendments and remarks, Applicants believe the pending application is in condition for allowance. If a telephone conversation with Applicants' representatives would be helpful to resolve any further issues and/or expedite further prosecution of the application, Applicants invite the Examiner to contact the undersigned at the telephone number listed below.

***Fee Authorization***

Applicants believe that no fees are due for the submission of this Amendment and Response other than the fee for a Request for Continued Examination under 37 C.F.R. § 1.17(e). If additional fees are required, the Director is authorized to charge any fees associated with this submission to our Deposit Account, No. 04-1105, Reference 86264(308246). Any overpayment should be credited to said Deposit Account.

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Respectfully submitted,

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